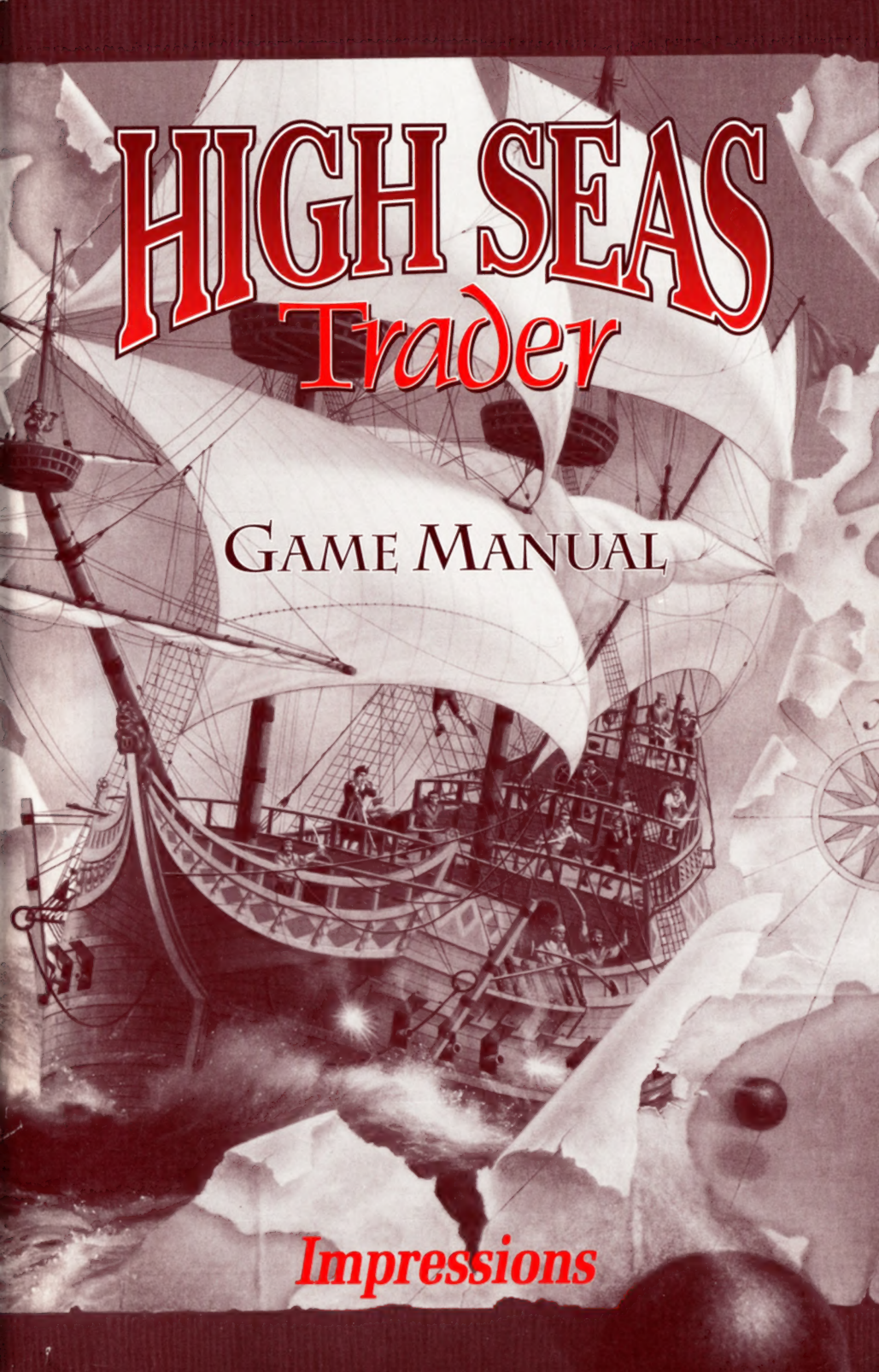
HIGH SEAS
Trader
GAME MANUAL
Impressions

Thank you for buying this product. It is the result of a great deal of hard work and careful thought, and we hope that it will give you many hours of enjoyment.

We are proud of our games, but we know that they can never be perfect. If you have any ideas about how we can improve, we would be delighted to hear from you. Please take the time to fill out the enclosed registration card. We can then add you to our mailing list and keep you informed of new products and special offers as they come out.

Please check your technical supplement and tutorial booklet and the file on your game disk entitled README.TXT for information on the changes made and additional features added to HIGH SEAS TRADER after this manuscript went to press.

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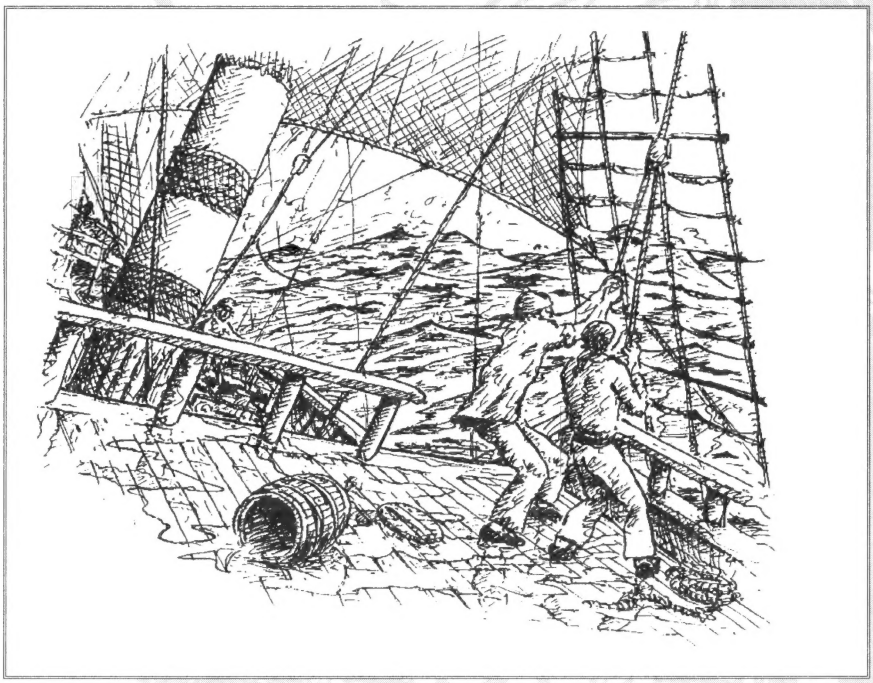

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Welcome to the High Seas

It is just past dawn and a warm tropical wind drives your ship through the calm waters of the Caribbean Sea. After a long journey you approach Santo Domingo eager to peddle your cargo of liquor and firearms from Europe, and to pack your hold with the fine spices and silks that fetch high prices in the New World.

The year is 1651 and you command a wooden sailing ship on the international ocean trade routes. With a swift vessel, a loyal crew, and a sound business strategy, you trust that your travels will bring you great wealth and status upon your return home.

As you eye your island destination, a figure looms on the horizon to the west. It draws near and you recognize it as an East Indiaman, a monarch among merchant ships, built in the style of an ally country. Your relief is tentative: international relations are ever-changing and you've been at sea for months. Still, you hope that the approaching crew is in need of supplies, is lost, or merely wishes to exchange news.

In an instant your hopes dissolve. The vessel closes in and you see its flag- the dreaded skull and crossbones, grinning with menace and snapping in the wind- the infamous emblem of piracy.

Your crew scrambles, bracing for battle. Are you prepared to engage the outlaws? Is your crew healthy and loyal? Is your ship adequately armed? Can you, its captain, overcome the perils of the sea to climb to the pinnacle of wealth and status in your homeland?

The ships square off. The cannons' roar and the clash of steel shatter the morning calm. It will be a fierce fight.

All is at stake...

June, 1651

Dearest,

I write to you from my darkened cabin as my ship rocks before the trade winds en route to Tangiers, where I hope to profit smartly from a hold filled with jewels and silk. I know my departure has troubled you, and as explanation I offer my family story.

Long ago, my father was a great Viscount, serving honorably the Earl of his county. Alas, the Earl died while I was still a child, passing his title to his son- a young wretch whose spirit was soon corrupted by his newfound power. As I know the tale, no sooner had the new ruler inherited his station when he began to seize vast holdings of farmland from the peasantry for his own, growing fat from the forced slave labor of his countrymen.

An honest and moral man, my father took him to task, refusing to partake in the thievery and deceit of the new regime. Sadly, his virtue was no match for the royal bloodline. The wretched earl lashed out with vengeance, stripping my father of his property, his wealth, and his title, and driving my family from our rightful homeland. The corrupt earl was in the end charged for his misdeeds and put to death. But not before my father died penniless, a shadow of the man he had been.

Now, on the high seas, I seek to regain my family's lost honor. By my own mettle, I can climb the ranks of wealth and stature until I, like my father before me, am a Viscount. Only then will my journey end and only then will we be reunited. My destiny awaits.

Until we meet again,

Truly Yours

Where Do I Start?

To get the most enjoyment out of your new game as soon as possible, we recommend that you start by reading the *Technical Supplement and Tutorial* booklet included with this game. After you have finished with the tutorial, we suggest that you read the Game Overview section of this manual first. You can then read the rest of the manual to get a better understanding of the game's features, or just refer to those sections that deal with the parts of the game you find most interesting or confusing.

Installation

For complete instructions on how to install High Seas Trader, how to start the game, and where to find help if you need it, please refer to the Technical Supplement and Tutorial booklet.

Game Overview

In High Seas Trader, you are a merchant sea captain during the 17th and 18th centuries. Your short-term goal is to turn a profit by sailing between ports and buying and selling goods on the world market. To do so you must manage your ship well and devise a sound business strategy. At port, you will visit taverns where you can hire soldiers, sailors, and apprentices. You will gossip with tavern keepers about pirates, plagues, wars, and other events affecting the world's

trade, and you will decide which goods to deal and which ports to visit. But when you set sail, beware: you will surely run into other ships, hostile as well as friendly. Be prepared to fight.

Your long-term goal is to rise in the ranks of the merchants' guild by increasing your rating in four categories: daring, honor, loyalty, and nobility. As your status and wealth increase, you may buy larger and faster ships that can carry greater weapons and more cargo.

You begin as a Peddler, and then advance to Journeyman, Tradesman, Merchant, Master Merchant, and finally to Viscount - the pinnacle of success.

If you are prepared to test your mettle on the high seas, then hoist your sails - the voyage awaits!

Game Time

In High Seas Trader, the action fits into three main categories: navigation, combat, and port activity. As you sail between ports, the current month and date appear on the lower left corner of your onboard control panel. While at sea, months and years will pass at an accelerated rate so that an ocean crossing passes in minutes. While in combat mode and during port visits, calendar time will stop as you deal with foes and go about your business.

You will begin the game at your home port, where you will make arrangements for your first voyage. Here, and at other ports around the world, you may trade goods, visit taverns and tend to repairs and equipment upgrades.

To pause the game while you are at sea, click your telescope on a port or another ship, or click the *Cabin* button to go below deck.

The Game Interface

A mouse is required to play High Seas Trader. When this manual tells you to click on or select something, you should click on the item with the left mouse button unless the instructions tell you to use the right one.

Most of the time your mouse pointer will look like a cutlass. When you are at sea and you place the mouse pointer on your ocean view, it will look like the lens of a telescope. With it, you may click on ports and other ships to take a closer look at them.

High Seas Trader uses several different symbols for mouse commands:

* *Hot Spots* are areas on your screen that access certain functions or initiate actions. You'll click on the tavern building, for example, to enter the tavern, and once inside you'll click on the bartender to speak with him. When you move the mouse over a hot spot, a box will tell you what will happen if you click there.

* *Buttons* are small blue or brown squares or rectangles. Most will be labeled. Move the tip of your pointer over the button and click to give the command. Most buttons will turn dark momentarily when pressed. In many screens, you will see a button labeled "Done." Clicking it indicates that you have finished with the screen and are ready to continue. When you see a button labeled "Next," click it to access the remaining information for the screen you are viewing, just as if you are turning a page. The "Prev" button turns the page back again.

* *Arrows* are a special form of button that usually appear in pairs. When an arrow is next to a number, use it to raise or lower the number. When an arrow is between two numbers, use it to transfer commodities from one column to the other. Click on an arrow the same way you click on a button or hot spot to give a command. For most arrows, you can change the display more quickly by clicking on the arrow and holding down the mouse button.

Keyboard Commands

To exit the game at any time, hold down the <Alt> key, and at the same time hit the <X> key on your keyboard. See your Technical Supplement and Tutorial booklet for a list of other keyboard commands, which you may find more convenient than using the mouse.

Getting Started

When you first start up High Seas Trader, you will see several title screens and an animated introduction. If you wish to skip these, just hit the <Enter> key on your keyboard until you see the panel that says "What are your orders, Captain?"

Choose an option by clicking the button next to it.

* Choose **Exit the Game** to exit to the DOS prompt.

* Choose **Load a Saved Game** to access a list of saved games. To load a game, click on the name of the game you want, and then click the *Load* button. To exit without loading, click the *Cancel* button.

* Choose **Start a New Game** to begin. At the prompt, type in your name and hit <Enter> to continue. Choose a nationality by clicking the appropriate box. You will represent your nation as you ply the ocean trade routes. Your nationality will determine where your home port will be, and will affect the way you interact with ships from allied or enemy nations. Type a name for your ship and hit <Enter> and you will enter your home port.

Game Options

The options panel is located aboard your ship. From the port screen, click on the *Leave Port* hotspot and then select the *Cabin* button on your control panel. In the cabin, place your mouse pointer on the closet in the corner of the room and click when the *Game Options* box appears. Click the corresponding box to switch an option on or off. When an option says "off," that means it is currently off; when it says "on," it is currently on. You may want to experiment with different settings to determine your preferences.

***Sound** switches the game's sound effects on or off.

***Music** switches the game's background music on or off.

***Wind** switches the effects of wind on and off. If wind is switched on, your ship will travel faster when the wind is at your back, and slower when it is not.

***Game Speed** adjusts the rate at which time will pass at sea and your ship will travel from one port to the next. The slowest setting is 1; the fastest is 10. For slower computers, the speed should be at higher settings.

***Scroll Speed** adjusts the speed at which you can move around the chart screen with your mouse pointer.

*__Restart Game__ lets you begin a new game.

*__Load Game__ takes you to a list of saved games. To load a game, click on the name of the game you want, and then click the *Load* button.

*__Save Game__ saves the current game. Click this button, then click on a column in the chart that appears, and type in a name for the game you would like to save, and press <Enter> on your keyboard.

Select *Continue Game* to resume the current game, and *End Game* to quit to the DOS prompt.

Planning your Voyage– The Ports

Before you set sail, some preparation is required. You'll need to buy supplies, rations, arms, and cargo. You may hire extra hands to join your crew, put money in the bank, or upgrade your ship and its equipment. All of this is done at port.

The first screen you'll see when you start the game is your home port in Europe. Your home port is determined by the nationality you choose. As you travel the world, you will dock at ports of different sizes: **outpost**, **settlement**, **village**, **town**, or **city**. The smaller ones may not have as much to offer in the way of charts, supplies, and labor as the larger ones. But each port will have a **tavern**, a **market**, a **charthouse**, a **bank**, and a **dock**. Move your mouse pointer over the screen to find the hotspot for each of the options at the port, and click on the appropriate place to access the option.

Note: Ports may grow or shrink in size, or change nationalities as time passes. Keep an eye on shifting political alliances— you can not enter an enemy port.

The Port Screen

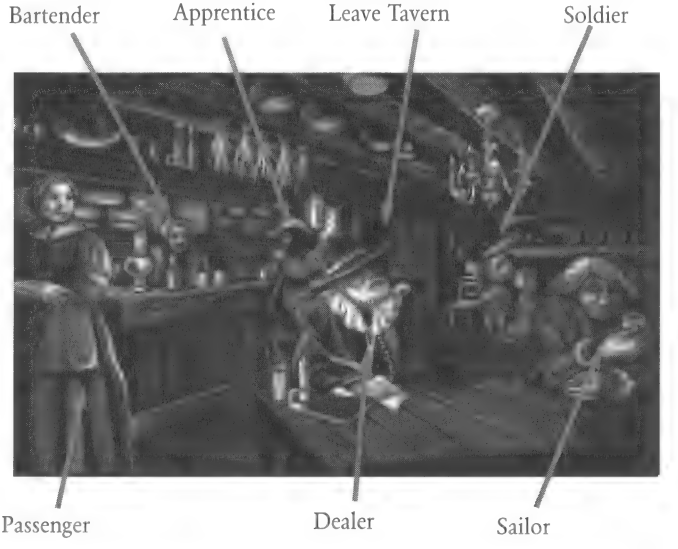
The Tavern

On any port screen, find the "Enter Tavern" hotspot with your mouse pointer and click to go inside. Here you'll run into a motley assortment of characters. Click on the characters to see what they have to offer. To leave the tavern, click on the "Leave Tavern" hotspot at the tavern door.

Bartender: The bartender may have some useful **gossip** to help you decide where to sail and which goods to deal. He'll tell you about changes to the political scene, and events affecting specific ports and regions. The bartender's gossip will not always be up-to-date. You may also click the **Spend Money** option to buy drinks for your crew, which will boost morale for long stretches at sea.

Crew members: You will find three types of laborers that you can hire on to your crew: apprentices, sailors, and soldiers. Each crew type has different skill levels in firing cannon, boarding, bilging, and raising sail; and each will react differently to shipboard conditions. Apprentices work cheap, but their speed and skill levels are low. Sailors are better but more expensive than apprentices. Soldiers are highly skilled in combat, and expect to be paid accordingly– low wages will have the most serious effect on their morale. You'll start the game with a crew of sailors, but you may want to add apprentices, soldiers, or additional sailors as time passes. To hire crew members, click on the apprentice, sailor, or soldier figure in any tavern and use the left and right arrows to indicate how many of each type of laborer you need. The morale of any crew you hire will affect the morale of your crew overall.

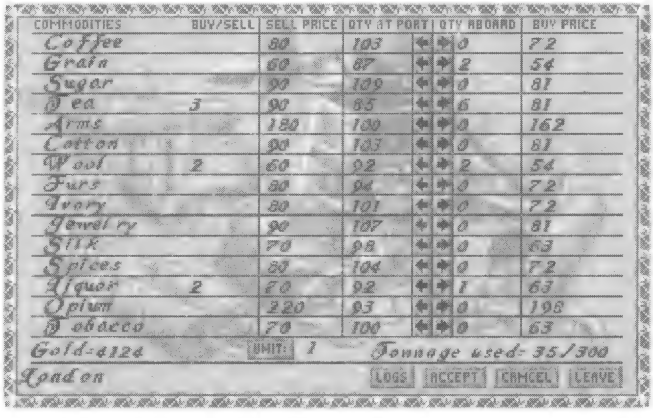
The Tavern Screen



Passengers: In the taverns, you will run into people seeking passage to various places. Some will be traveling empty handed and others will carry cargo. Some will offer you payment while others will ask for charity. Taking charity cases will improve your **honor** rating. Spies, escaped prisoners, and smugglers may be among those seeking passage. They may pay you well and carrying some of them may increase your standing back home. But taking these "unsavory" types aboard may mean trouble when you leave port. Carrying smugglers can be lucrative, but will lower your honor rating.

Note: A passenger will leave your ship if his or her destination is not among your first three stops.

Dealers: As your wealth increases, you will be courted by dealers peddling all sorts of precious goods such as jewels, paintings, and artifacts. These are for your own personal use- you may not sell them later. They will cost quite a bit, but will increase your



The Market Screen

nobility rating and are necessary to advance through the higher ranks of the merchants' guild. When you begin to collect treasures, you will need an estate at which to store them. In your home port tavern, dealers will offer to sell you estates when you can afford them. There are three estate sizes, having space for two, four, or six treasures. (See **Buying an Estate**) Upgrade your estate as your wealth grows. A respectable estate will be vital to advancing your status.

The Market

Find the "Enter Market" hotspot on any port screen with your mouse pointer and click to enter the market. Here you'll see a list of commodities available for purchase at that port. The column titled "Buy Price" lists the price (in gold pieces) you will pay for one ton of the commodity. The "Qty at Port" column lists the quantity (in tons) of the item available at the market. The "Qty Aboard" column shows the quantity of each item currently aboard your ship.

The arrows to the left of the "Qty Aboard" column allow you to trade goods. To buy coffee, for example, you would click the right arrow in the Coffee row to transfer tons of coffee from the market into your cargo hold. To sell coffee, you would click the left arrow to transfer coffee from your ship to the market. The "Sell Price" column lists the price you will get for each ton of the commodity you sell. Remember: prices will vary in different ports, and a port's sell prices will always be lower than its buy prices.

Your cash supply in gold coins is listed beneath the commodity listings (minus any cash you have deposited in a bank). Use the *Unit* button when you are buying and selling large quantities of goods. The number beside the *Unit* button is the number of tons that you will transfer with each click of the mouse. This will save you from

having to click 100 times, for example, to buy 100 tons of something.

Each ship has an available cargo area, measured in tons. This space is used to store cargo, supplies, passengers, and cannon. Beside *Tonnage Used* you'll see two numbers separated by a slash. The first number is the number of tons already occupied in your cargo hold. The second number is its total capacity in tons. You'll see the first number rise as you purchase cargo and fall as you sell.

On the bottom row, your port location is shown on the left side. On the right are four buttons:

The *Logs* button allows you to check the sell and buy prices for different items at various ports. Select this button to view your Trading Log- a list of the ports in your charts and the prices they offer for various items.

To check the prices in the log, click on the name of a commodity listed on the right side of the screen. Then click *Buy* or *Sell* to check prices. The *Buy* button lists the ports, from lowest to highest, based on the price they will pay for a ton of the selected item. The *Sell* button lists the selling price at each port for the selected item. The *Next* button turns the page of the log book, and the *Prev* button turns the page back.

The *Accept* button finalizes any transaction you make. Select *Accept* after you have made all the transactions you intend to make and before you leave the market.

The *Cancel* button allows you to cancel any transactions you have made and start over again.

The *Leave* button sends you back to the port screen.

The Charthouse

In order to sail from port to port, you'll need to build a collection of charts, or maps, of different geographical regions. You may travel through an area for which you do not have a chart, but if do, your crew will be unhappy and you'll run the risk of mutiny. In addition to buying charts for new regions, you may want to update your current charts periodically. New navigational hazards and new areas of pirate activity will be discovered and added to the charts. You will begin the game with a chart of Western Europe, up-to-date as of the first year of the game.

Find the "Enter Charthouse" hotspot on any port screen and click to enter the charthouse. Inside, you'll see a map of the world with one or more squares covering some commonly traveled coastal regions. The *brown* squares represent the charts you already have. The *bright red* square represents the currently selected chart up for sale. The dark red squares indicate the other charts up for sale. A red square overlying a brown one indicates that a chart you already have is for sale.

If you would like to buy the currently selected (bright red) chart, click the *Buy* button on the bottom left of the screen. Then confirm the purchase to continue. If you do not wish to buy the selected chart, click the *Next* button and the next available chart will appear. The *Prev* button selects the previous chart. The cost of each chart is displayed above the buttons, along with your total available funds.

To the left of the buttons, a display tells you the name of the chart's region and the number of charts available at that particular charthouse. If the display says "Chart 1/3," for example, it means that the currently selected chart is number 1 of a total of 3 avail-

able charts. Cycle through each chart until you have seen them all.

Each chart has a number in its upper left corner. This is the age of the chart in years. As a chart gets older, its information becomes less reliable. Keep your charts as up-to-date as you can. The charts of any charthouse will always be up-to-date for the current year.

Charts will also include information about conditions at sea. Watch for the skull-and-crossbones on your charts: this symbol indicates a recent pirate raid. Rocks and sandbars, which may damage or slow your ship, night also turn up on your charts. The rock symbol looks like a group of rocks, and the sandbar symbol looks like a group of rounded hills. The arrow patterns on the oceans represent trade winds, which will affect your speed as you cross the ocean.

Note: Every chart will not depict every feature in its region. As you encounter obstacles, your charts will be updated to include them. As you enter ports, your charts will record any changes in size or nationality that has taken place at the ports.

Helmsmen: A helmsman will be a vital resource at sea. Your helmsman will watch for rocks, sandbars, storms, and pirates. And he will be able to avoid such hazards according to his skill level. You may sail without a helmsman, but you will be at a disadvantage. Each helmsman has a skill rating, from poor to excellent; and demands a salary based on his rating. Lesser helmsmen will improve as time passes and they gain experience.

To hire a helmsman, you must enter the Charthouse. The lower left corner of the charthouse screen displays the number of helmsmen looking for work. Click the *Hire* button below it to review the pool of available helmsmen.

A screen will appear telling you the skill level and monthly salary for each available helmsman. To choose one, select its correspond-

ing box.

If at any point you would like to hire a helmsman with a different salary or skill rating than you one you have, just hire a new one in any charthouse, and he will automatically replace your old one.

The Docks

Upkeep and maintenance for a merchant operation is no small task. You'll need to make repairs, upgrade your equipment, and buy rations and materials for your travels. These things are done at the docks, which are found at any port. Use your mouse pointer to find the "Enter Dock" hotspot on any port screen and click to enter the dock area.

You will have a choice of which dock to enter.

Outfit Dock

This is the dock you'll probably use most. Here, you can buy rations and materials, upgrade your ship and cannon, and make repairs. When you enter the outfit dock, the Rations screen (listing water, meat, fruit, and rum) should be displayed. If it is not, select the *Rations* button on the lower right of the screen.

Rations: To buy rations, use the left and right arrows for each item. Rations are quantified in terms of both *units* and *tons*. A unit is roughly the amount that one crew member will consume in one month under "adequate" rationing. The number above the arrows is the number of *units* of the item currently aboard your ship. The number listed after the "weight" heading is the number of *tons* currently aboard the ship. The cost listed for each item is its cost per

ton. When you buy a ton of rations, the unit number will jump according to how many units weigh one ton. For example, if you buy one ton of meat, you are buying 50 units. The prices listed are the prices for one **ton** of supplies.

Your cash supply and your ship's tonnage is displayed at the top of the screen.

Note: To keep your crew healthy, you will need to maintain a supply of meat, fruit, and water. Fruit will spoil over time and therefore is depleted more rapidly than meat. Rum is not necessary for health, but your crew's morale may drop if forced into sobriety for an entire voyage.

Materials: To buy materials (sailcloth, planks, small arms, and ammunition), select the *Materials* button on the outfit dock (*Enter Dock*m *Outfit*m *Materials*). You will need materials to make emergency repairs at sea if you choose not to make them at port. Sailcloth is needed to repair sails. Planks are needed to patch cannon-punctured hulls. Masts can only be repaired at port. Small arms (muskets and pistols) will be vital in a boarding combat situation. Buy materials the same way you buy rations. Just as with rations, materials are quantified in both units and tons.

To buy ammunition, select the *Buy* button beneath *Ammunition* on the Materials panel. Choose which of three different types of ammunition to buy: round shot is a good all-purpose ammunition; chain shot is good on sails; and grape shot is good at killing crew.

Repairs and Upgrades: Select the *Cannon/Repair* button on the outfit dock to make repairs on your ship (*Enter Dock*m *Outfit*m *Cannon/Repair*). You'll see a schematic representation of your ship and its components: lower hull and upper hull, three masts, three

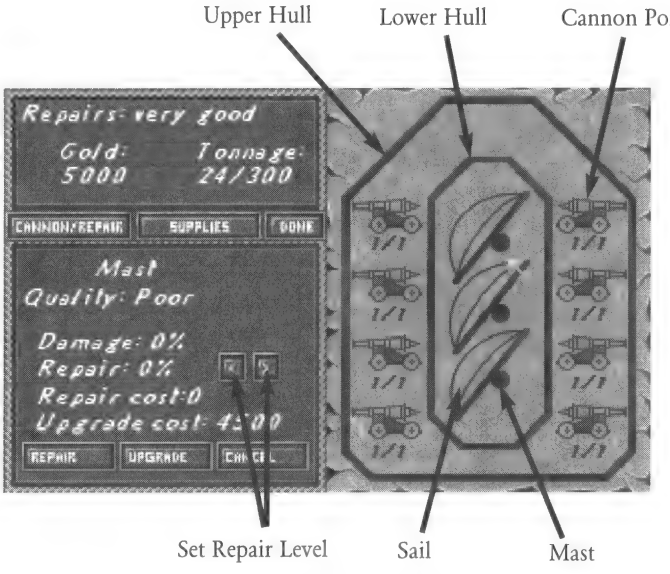
sails, and eight cannon ports.

Each port has a **quality rating** based on the ability of its craftsmen. At the top left of the screen is the quality rating of the port: poor, average, good, very good, or excellent.

Similarly, each component on your ship has its own quality rating, indicating how well it will perform and how well it will hold up in combat. If a repair is made at a port with a lower quality rating than the component repaired, the rating of the component will drop to the rating of the port. If a port has a higher quality rating than a component, you have the option to **upgrade** the quality of the component.

Select a component to repair or upgrade by clicking on the component in the schematic. The red areas indicate damage. When you

The Repair Dock



select a component, several points of information are displayed on the left side of the screen: its name, its quality rating, and its damage, expressed as a percentage (a larger percentage equals worse damage).

If the component is damaged, you may repair it using the left and right arrows next to the *Repair* percentage. As you adjust the level of repair, the Repair Cost will adjust accordingly. Clicking *Repair* will accept the repair percentage selected. Clicking *Cancel* cancels the action.

An upgrade is done by selecting a component, and clicking the *Upgrade* button. The upgrade cost, indicated on the panel, will be deducted from your savings and the quality of the component will rise.

Cannon: You can use the same dock to manage your ship's artillery. On the schematic on the right, you'll see eight cannons representing the eight cannon banks on your ship. To manage your cannon banks, click each cannon individually. A screen will appear telling you which bank you have selected. The two numbers at the top of the box represent the number of cannon in the bank, and the bank's capacity. The figures 1/2, for example tell you that one cannon is occupying a bank that can hold a total of two.

The screen also tells you which of six types of cannon your ship has. The cannon types are, from smallest to largest: Swivel Gun, Saker, Demi-Culverin, Culverin, Demi-Cannon, and Cannon. The smaller cannon types weigh less and inflict less damage. The larger ones are heavier and can shoot farther and do more damage. Use the arrows to switch from one cannon type to another and increase the number of cannons in the bank if it has the capacity. Each bank can hold only one type of cannon. Remember to buy ammunition at the materials dock (see above).

Buying a Ship

If you are successful at sea, you will eventually outgrow your ship. When this happens, you can trade in your vessel for a larger and faster one that can carry a larger crew, more cargo, and heavier artillery.

Select *Buy Ship* from the Enter Dock option to see a list of ships available for purchase at any port, along with the overall damage rating (negligible, light, moderate, heavy) and cost for each. Select *View* to take a closer look at a vessel. Click its components to see where the damage is. If you decide to buy a ship, click *Buy* and confirm your purchase. A screen will ask you if you would like to sell your old ship. Since you can only own one ship at a time, your new purchase will not be final until you sell your old ship.

There are six types of ships to choose from, including three cargo ships (designed to carry large loads); Fluyt, Merchantman, and East Indiaman; and three warships (designed for speed to carry weapons); Corvette, Frigate, and Fourth Rate. Although you are a merchant, you may opt for a warship to optimize your combat ability as you carry cargo.

As you move on to larger ships, be advised: repair costs grow along with ship size.

Cargo Ship	**Tonnage**	**Speed**	**Cannon**	**Crew**
Fluyt	300	medium	8	6-100
Merchantman	500	slow	16	20-200
E. Indiaman	700	slowest	40	24-250

Warship	**Tonnage**	**Speed**	**Cannon**	**Crew**
Corvette	150	fastest	16	6-100

Frigate	350	fast	32	16-200
Fourth Rate	600	medium	64	24-300

Selling a Ship

To sell a ship, select *Sell Ship* from the Docks option. A screen will appear telling you the price offered and asking you to confirm the transaction.

Remember to empty the cargo, supplies and arms from a ship before you sell it.

Commissioning a Ship

If a used vessel is just not good enough, you can have a new one built just for you. Select Commission Ship from the Docks panel. A screen will appear, telling you the ship types you can choose from, the cost, and how long the construction will take. When the time has passed, return to the port to claim your new ship. Just sell your old one, and the new one will be given to you.

Note: If you do not have a ship when you commission a new one, time will advance automatically so you can proceed with the game.

The Bank

Placing money in the bank is a good way to avoid putting all your eggs in one basket. If your ship is captured or sinks, all of the gold you had aboard it is lost. But if you have placed enough money in a bank, you'll have the option of returning to port as a passenger, buying a new ship, and starting over.

After you place money in a bank, you can only withdraw it from the same port or from a port of the same nationality as the port where you made the deposit. Once you have placed money in a bank, you can not spend it until you withdraw it. And take note: the bank's interest rate is the percentage of your deposit that *you* must pay the bank annually. Interest will be deducted automatically from your account. Interest rates will rise and fall over time, and each nation will have a different one.

To make a deposit or withdrawal, find the *Enter Bank* hotspot on any port screen. Use the left and right arrows to transfer funds between your vault and the bank. The *Unit* button changes the "per-click" increment adjustment. Select *Done* to complete the transaction.

Navigation Mode

Rations Supply

Materials Supply

Arms Supply

Crew Labor

Steering Wheel

Change View

Raise/Lower Sail

Enter Cabin

Activate Combat Mode

Ship Schematic

Navigation Mode

To set sail from any port, click on the *Leave Port* hotspot. You'll find yourself at the helm of your ship looking out at the ocean. At the top of the screen is your view; at the bottom are your helm controls. As you sail, you will control your ship in two modes: **combat mode** and **navigation mode**. Certain controls are only available in one mode or the other. If you are looking for a button and can't find it, you may be in the wrong mode. You switch between modes by clicking the *Cannon* button.

To sail, click on the sail on your helm controls, and steer by clicking on either side of the steering wheel.

The items on your control panel during navigation mode are as follows:

Compass: Your compass indicates the direction in which you are sailing. If you have set a course, an arrow will appear above the compass indicating the direction to the next waypoint.

Wind Display: The display below the compass indicates the wind speed (in knots) and direction. Wind speed and direction will change randomly over time. When far from land, the trade wind patterns will. You can exploit these patterns to increase your rate of travel. This applies only when the Wind Speed game option is switched on.

Supplies: The chart to the right of the compass displays the number of *units* of each supply you have on board: meat, fruit, water, and rum; planks, small arms, sailcloth, ammunition, and small arms.

Crew Labor Display: Below your compass, the number of

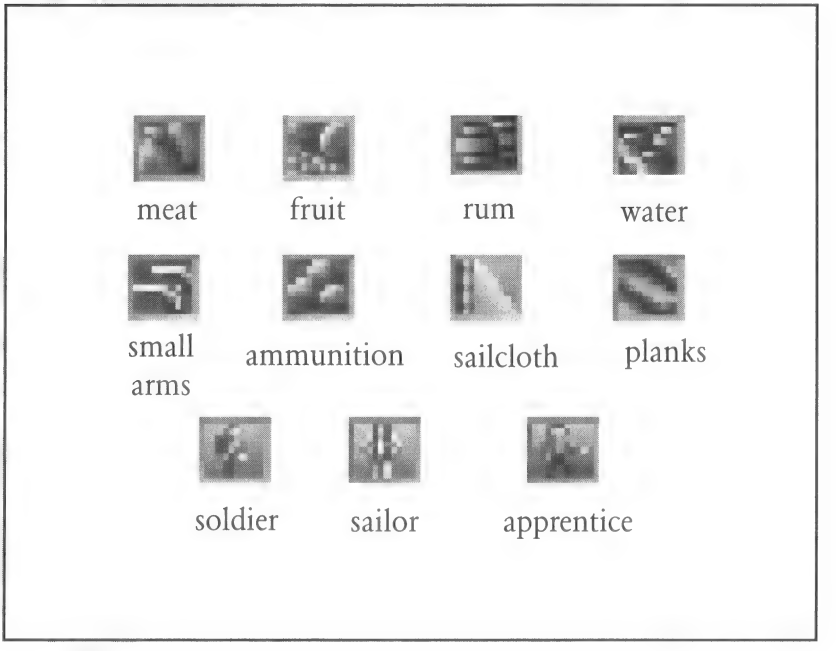
each type of crew member (soldier, sailor, apprentice) is shown.

Steering Wheel: Click on the right side of the wheel to turn to starboard; click on the left side to turn to port. Hold the mouse button down to spin the wheel continuously.

Change View Controls: The left and right view controls change your view in 90-degree increments. Clicking the center control always brings you to the forward view.

Sail Control: Clicking on the mast raises and lowers the sail. When the sail is down, you cease to move. When the sail is up, you will move according to the speed and direction of the wind.

Overview Map: This display to the right of the sail shows a top-down perspective of everything within your line of vision. Your ship, represented by the yellow dot, will always be in the middle. Water is shown in blue, with lighter shades representing shallow



water. Land is shown in green, and other ships are shown as white dots.

Cannon Button: This switches your ship between navigation mode and combat mode. When a hostile ship opens its gun ports, you will be switched automatically to combat mode. You may only switch back to navigation mode when there are no hostile ships in view.

Cabin Button; While in navigation mode, the *Cabin* button will take you below deck to the Captain's quarters. While in combat mode, this button becomes the *Auto* button.

First Mate Button: While in navigation mode, the *First Mate* button activates a kind of "auto pilot." As long as you have charted a course, clicking here will switch you to a view of your ship's location on your chart. There you will travel at accelerated pace until you are interrupted by a message from your First Mate, or you reach your final waypoint. While in combat mode, this button becomes a *Surrender* button.

Ship Schematic: This display on the right side of the panel indicates the damage your ship has sustained. Damage is indicated when components of the ship (lower hull, upper hull, sails, masts, cannon) turn red. The red portion will grow as the damage increases.

Note: Damage to the inner ring of the hull indicates damage below your ship's waterline, which will sink you much more quickly!

Telescope: When placed on the ocean view, your mouse pointer becomes a telescope lens. Clicking on a port or a ship brings it into magnified view and identifies it.

Meeting Other Ships

When you see a ship from a friendly or neutral nation, you have the option to hail it. To hail a ship, just sail toward it and click it with your telescope. When you are close enough, a box will appear asking you if you would like to hail the ship.

When you hail a ship and the captain welcomes you aboard, you have several options. You may request supplies, ask the other captain for updated charts, or end the encounter by selecting *Sail Away.* When requesting supplies, the icon for the supply you wish to trade, then use the arrows to change the tons requested. Your First Mate will calculate the price for you.

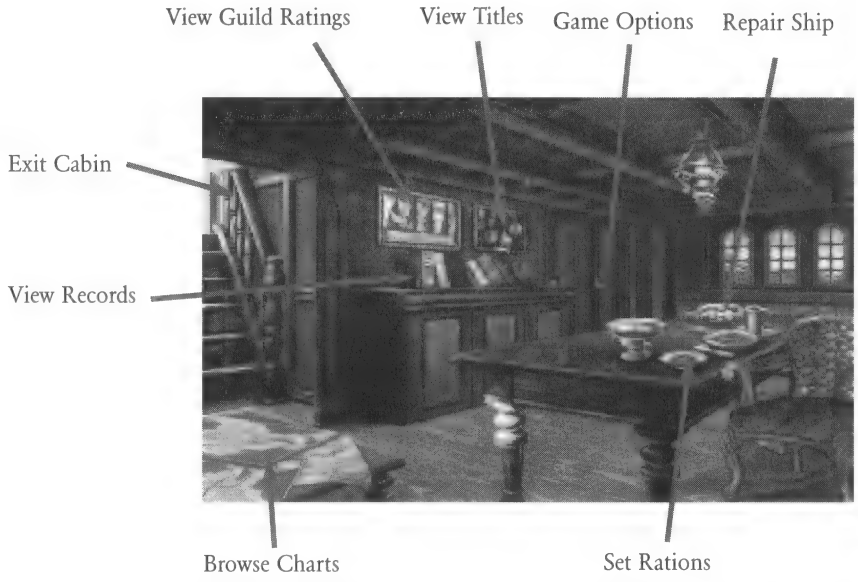
Note: The other captain's reactions will undoubtedly be colored by the state of relations between your countries as well as by the charts and supplies he has. Also, ships may hail you to ask for supplies. If you provide them, this doesn't mean the ship will not attack you afterward if it is so inclined.

Instead of hailing, you also have the option to open your cannon ports, by clicking the *Cannon* button and firing on the other ship. It will either return fire or try to evade you. If you fire wantonly, the nation you attack will remember and will be likely to come after you in the future.

The Cabin

As captain, it is up to you to manage your ship and your trading enterprise. To assist you, all of your records and charts are kept below deck in your cabin. Click the *Cabin* button on your helm controls to go below deck.

The Cabin



With your mouse pointer, look around your office to find the hotspots that activate the following items.

Note: the Cabin button is only there in navigation mode.

Browse Charts: Click on the table in the lower left corner of the screen to take a look at your charts. On the charts screen, you'll see a map of the world on the left side of the screen and an information panel on the right. This map compiles all of the navigation information on the charts you have purchased. Move your mouse pointer to the edges of the screen to scroll around the map.

The small ship you see at port marks your location. The small circles represent the ports included in your collection of charts. Look for symbols representing rocks, sandbars, and recent pirate attacks. To get information about a port, select it. The selected port symbol

will turn red and the information panel will display the port's name, nationality, size (outpost, settlement, village, town, or city), its exports, and any recent event that might affect trading there. An event will only be listed if you have heard about it from a bartender in a tavern.

There are four buttons at the bottom of your information panel:

The *World* button switches the display to show the world map, and shows you which charts you have, represented as squares on the map, including the age of the charts in years. Click on any location here to center the scrolling map on it.

The *List* button lists the ports that are included in your charts. Click on the name of a port to see its location and some information about it.

The *Done* button takes you back to your cabin.

The *Course* button is your tool for setting a course, and is explained below.

Setting a Course

To set a course, first determine the port you would like to visit. You may want to highlight your chosen port by selecting it with your mouse. Then click the *Course* button. The information panel will change to show you the number of waypoints you will be able to use to set your course.

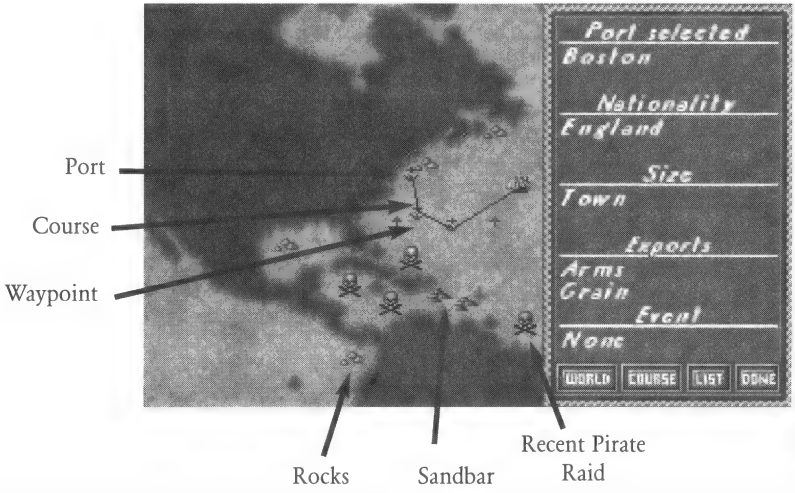
To set a waypoint, just place your mouse pointer on any point in the water between you and your destination, and click. There must be a straight and unobstructed line between your ship and your first waypoint, and between each successive waypoint thereafter. Waypoints will appear as anchors, and your course will appear as a line. Using your allotted number of waypoints, click out a course to your destination. You can end a course anywhere, but you will usually want your last waypoint to be as close as you can get it to

the destination port.

After you have set your course, you may either steer your ship yourself using the course indicator arrow on your compass, or you may hand the wheel over to your First Mate. To do the latter, click on the *First Mate* button, either while setting the course or on the helm controls up on deck. You'll see your ship moving across the scrolling map, following the course you set. Your trip will only be interrupted if your First Mate has something to report. He may see a ship in the distance, for example, and will give you the opportunity to investigate.

When you reach land, the screen will return to your helm. Look to the coast to find the port. When you click on the port, a screen should appear, asking you if you want to enter the port. If the screen does not appear, just hoist your sail and steer manually toward the port and select it again when you are close enough to enter.

The Chart Screen



The Record Books

The bookshelf in your cabin holds five record books to help you keep track of your voyages:

The **Trading Log** lists the last known buy and sell prices for each commodity at each port which you have visited. You may also access the Trading Log from the market screen of any port. See **The Market** for an explanation.

The **Journal** lists your wealth on board and in banks. It also lists the political status of your nation relative to the other major seafaring nations (enemy, neutral, ally).

The **Events Log** is a list of events you have heard about that may affect the trade.

The **Records Log** gives a complete account of your income and expenses for the last and current year. It also gives a breakdown of your tonnage into cargo, supplies, cannon, and passengers. The price listed with each commodity is the average price per ton that you paid for it.

Click *Next* to the turn page. Click *Prev* to turn back to the previous page. Check the cargo manifest to see how much of each commodity is aboard and how much you paid for it. Check the passenger manifest for a record of each passenger, his or her destination, cargo, and fee. Check the bank accounts record for a list of your accounts in various banks and the annual interest rates you must pay.

The **Crew Log** lists how many of each type of laborer you have in your crew, the monthly wage rate per crew member, and the total monthly wages for the group. Use the left and right arrows to raise or lower wages for each crew type. Consult the Crew Log to see the health and morale of your crew.

Health and Morale

Health and morale are lowered by combat losses, storms, travel through unknown waters, and poor rations. When morale is low, there is a chance that some of your crew will desert when you are at port. When morale is very low, there is a danger of mutiny. When health declines, crew start to die. Morale and health also affect your crew's performance in combat.

The range for morale is: excellent, very high, high, mediocre, low, very low, and mutinous. The range for health is: excellent, very good, good, mediocre, poor, very poor, and sickly.

To improve health, you can raise food rations, make sure the crew is getting meat *and* fruit in addition to plenty of water, and avoid rough seas and combat. To improve morale, raise food and rum rations, raise wages, entertain the crew at a tavern, or hire additional crew with higher morale.

Note: Long voyages without breaks can have a serious negative effect on morale.

Guild Ratings

Your rise in status within the merchants' guild is dependent upon your performance in four categories: daring, honor, loyalty, and nobility. As your rank in each category rises, you will advance in status with a progression of titles. You begin as a Peddler, then advance to Journeyman, Tradesman, Merchant, Master Merchant, and then to Viscount. Higher titles require certain symbols of wealth and social status such as an estate with a collection of treasures. When you have attained the title of Viscount, you have

excelled to such a degree, and achieved such a high social standing that your nation returns to you your family's title and lost honor. This ends the game.

You will have a numerical rank for each ability, which is updated each time you do something that affects it. To monitor your rank, click on the framed painting on the wall of your cabin. Your rank in each category is represented by the four climbing sailors. The numerical value is given at the bottom of each mast.

At the top of the screen is your current title. At the bottom are several statistics which are used to determine when you will advance to the next title. The "Minimum Ratings" statistic indicates the lowest any **one** rating can be for you to qualify for the next title. The "Average Needed" statistic indicates how high the **average** of your four ratings must be for you to advance. The "Average Now" statistic shows your current average. Additional displays show what size of estate and how many treasures you need to advance. If all of your ratings meet the minimum **and** you have the required average **and** the required estate size and treasures, **then** you will receive the new title when you return home.

You will earn points in the categories in the following ways:

Daring: Your daring rank will increase every time you win a battle at sea.

Honor: Your honor rank will increase each time you help a passing ship or help a poor passenger. It will drop when you carry smuggled goods.

Loyalty: Your loyalty rank will increase each time you carry spies or prisoners from your homeland, and each time you fire upon a ship from an enemy nation. Your loyalty rank will drop when you attack allied ships.

Nobility: Your nobility rank will increase as you visit more and more ports and as you enter new regions of the world like Africa

and the Middle East.

Titles

In order to make official your rise in status, you must return to your home port every so often. When you return home, if you have earned it (See **Guild Ratings** above), you will be given a medal in honor of your new title.

To view your collection of medals, click on the glass case on the wall of your cabin. There is no medal for becoming a Viscount; when you have attained that level of success, there is no need for medals.

Note: Until you reach the title of Tradesman, you will be limited in the types of ships you can buy. A Peddler can only purchase small ships (Fluyts and Corvettes), and a Journeyman can only purchase small and medium-sized ships (Fluyts, Merchantmen, Corvettes, and Frigates).

Rations

To manage your ship's rations, click on the dinner plate in your cabin. Using the left and right arrows, adjust the portions of water, meat, fruit, and rum your crew will be given, choosing between none, meager, adequate, or extra. Beneath each ration is the number of "servings," or units aboard. A "serving" is the adequate portion for one crew member for a one month period. The ration settings per person per month are as follows:

None = 0 units
Meager = 0.5 units
Adequate = 1 unit
Extra = 1.5 units

Note: Each passenger requires twice the rations of a crew member!

Making Repairs at Sea

You can perform repairs while at sea, but you must have enough supplies on board to accomplish the repair. It takes one unit of the appropriate material (sailcloth for sails, planks for hulls) to repair a percentage point of damage to a component.

Damage at sea may be caused by storms, sandbars, rocks, or battle. When a hull section is repaired at sea, its quality rating will drop to poor. To make repairs at sea, click on the ship-in-a bottle in the cabin. Make the repairs the same way you would at port, by clicking the component, adjusting the repair percentage, and clicking *Repair*. Instead of showing the repair cost in gold, the screen shows the number of units of material needed to make the repair, as well as the amount of material aboard the ship.

If a mast sustains 100 percent damage, the sail attached to it rises to 100 percent damage and cannot be repaired until the mast is repaired. **You cannot repair masts at sea**.

Combat Mode

As you sail, you always run the risk of being attacked, either by pirates or by a ship representing an enemy nation. When you are attacked, or if you decide to be the aggressor and attack another vessel, you will want to be in combat mode.

To switch from navigation to combat mode, click the *Cannon* button on your ship's control panel. (When you are under attack, you will be switched automatically.)

You'll notice a few changes:

The *Cabin* button becomes an *Auto* button. Click it to have the results of a battle calculated automatically if you do not wish to do battle manually.

The *First Mate* button is now a *Surrender* button. Click it to surrender to an enemy. You should surrender only if you have enough money in a bank to buy a new ship and continue the game. In this event, you will travel as a vagabond to the port that holds your savings, and you may start over.

When you switch to combat mode, your supplies display will turn into a cannon bank grid. The grid contains two, four, or eight cannon squares lined with spaces for eight crew members (four on each side). You may control all of your cannon on one side of the ship as one unit or as two units, or you may control each cannon bank individually. Click on the *Banks* button to switch between two, four, or eight cannon controls.

When the grid is set on two cannon controls, clicking on one side will automatically fire every cannon on that side. When the grid is set to four, clicking one cannon control will automatically fire two cannon banks, or half the cannons on that side of the ship. When the grid is set to eight, you will control each cannon bank individually.

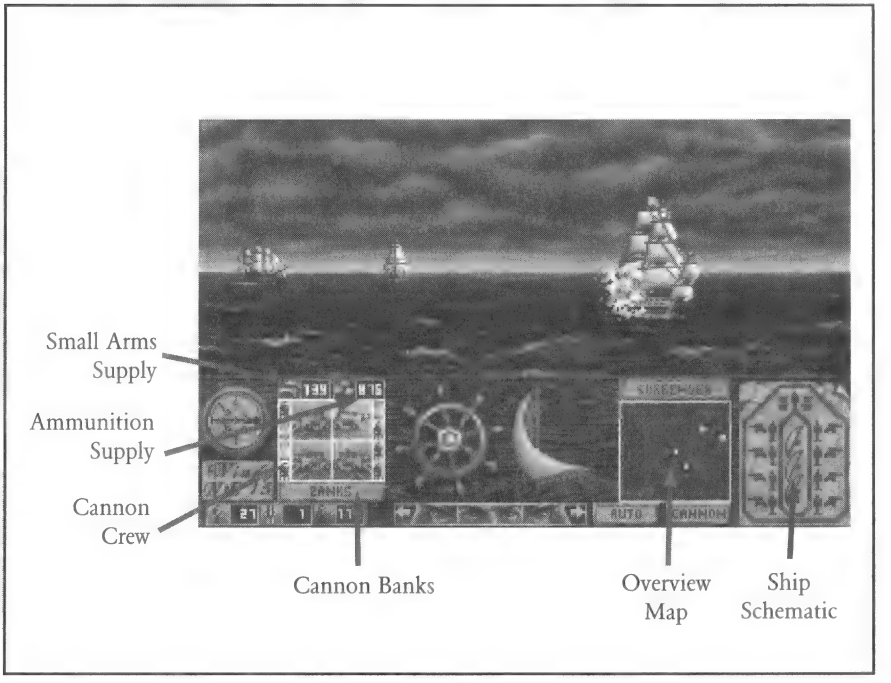
When you are in combat mode, your ship will slow to "combat sails," and will not move as fast as it does while in navigation mode.

Note: When you are in combat mode, you will cease to move relative to land, and you will not be able to dock or hail.

Firing Cannon

To fire your cannon, you will first need to make sure the cannon banks are manned. Look at the eight spaces surrounding your cannon controls on the combat control panel. If a space is empty, the bank is unmanned. To man a bank, click on it. You'll see a figure appear in the bank, indicating that it is occupied and ready to fire.

To take aim, you must maneuver your ship so that one of its sides is facing your target. Use your view controls to make sure you have either a port or starboard view. When your enemy is within range and at the center of the screen, click a cannon bank *on the same side you are viewing* to fire. If you are looking at the correct view, you'll see a burst of cannon fire. If your shot hits, you'll see a flash on the enemy ship where the shot strikes. Cannon accuracy is based on



your artillery's range and on the angle of the ship relative to you. If it is broadside, it presents a wider target.

After a cannon fires, it becomes inactive momentarily while it is reloaded. When a cannon control is darkened, the bank or banks it represents are being reloaded. When the control is lit again, the loading is done and you may fire.

During combat, you can expect to take some hits. Your ship will shake when you are struck, and any damage you sustain will be indicated in red on your ship schematic on the right side of the control panel.

Damage to your sails will slow you down, damage to your upper hull will cause you to take in water, and damage to your lower hull will cause you to take in alarming amounts of water.

Selecting Ammunition

To select a type of ammunition, click on the Ammunition display above the cannon controls. A screen will appear asking you to choose between round, chain, or grape shot. The number next to the ammunition button displays the amount of the selected ammunition you have aboard. The number above the cannon controls is the number of small arms you have on board.

Labor

The ship's crew creates a labor pool that represents the amount of work that can be done while in combat. In combat, apprentices are able to do about half the work that soldiers and sailors can do.

Labor is assigned to three tasks: sailing, cannons, and bilging (pumping water from of the hull). When you raise sail, you automatically assign crew to sailing; you man cannon banks by clicking squares the cannon control (see above). The remaining crew are assigned to bilge duty.

The lowest labor priority is bilge duty. If your crew members die, bilge duty will be the first to suffer. If your bilge crew is killed off, cannon crew is next. If there are no crew members left to bilge or man the cannons, your ship will be crippled.

The buckets at the top of the schematic indicate the need for bilging. If any buckets turn red, your ship is taking in more water than is being bilged. This means you need to assign more crew members to bilge duty. Do this either by lowering your sails or by unmanning your cannon banks. The extra crew will automatically be assigned to bilge duty. The vertical bar just to the left of the schematic fills with blue to indicate the water level on board. When the blue color reaches the top of the bar, your boat will sink.

The number of crew on bilge duty is indicated by the brown buckets. Each bucket represents 25 percent of the crew. There may be 0 to 4 brown buckets appearing.

Boarding

If you are confident of your crew's abilities in hand-to-hand combat, you may want to board the enemy ship and fight it out with the hostile crew. To do this, you must maneuver close enough to your target, and click on the enemy ship with your telescope lens. A screen will appear, asking you to confirm the action. When you board, you may watch as the battle results are calculated automatically.

The outcome of a boarding skirmish depends on many factors: the number of crew members, the types of crew members, the number

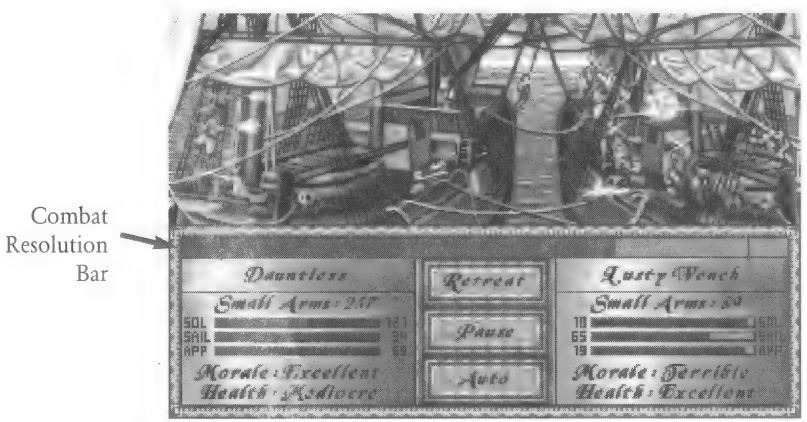
of small arms aboard, and the morale and health of the two crews. Any small arms aboard will automatically be given to the soldiers first. Their boarding ability is greatest.

When you board, an animation screen will appear above a panel. At the top of the panel is a bar that represents the relative overall strengths of the two crews. This bar will change to indicate the course of the battle. The bar is divided into two colors: the green section represents the strength of your crew, and the red represents the strength of your enemy.

Beneath the bar are two lists comparing the small arms supplies and sizes of the two crews, and their morale and health level. Each crew type has a small bar graph as well as a number to indicate its size.

As the battle progresses, check the crew numbers to see which crew is losing members faster. Watch the main color bar shift to indicate who is winning the battle. On the defender's side of the bar, a short

Boarding Screen



distance from the end, is a line. When the attacking side's color pushes the defender's color over the line, the attacker has won the fight.

The board screen includes three buttons:

Retreat: If you initiated the attack, you have the option to retreat at any point during the course of the battle. But if you click the *Retreat* button, your enemy will have the opportunity to board your ship. If your opponent is attempting to board you, the *Retreat* button will become a *Surrender* button.

Pause: The Pause button stops the action. Click it again to resume.

Auto: Click *Auto* to have the results of the battle calculated instantly.

Plunder

After you have won a battle at sea, the plunder screen will appear. You now have the opportunity to seize any cargo your vanquished enemy is carrying. The plunder screen works just like the market screen, except everything is free! Use the left and right arrows to transfer goods from the defeated ship to yours. If you would like to dump cargo, place it on the enemy ship.

If you would like to strand any of your passengers along with the plundered ship, click the *Strand* button and select a passenger. The passenger, along with any cargo he or she was carrying, will be stranded.

Evading Enemy Ships

If a larger ship attacks you, or if you are outnumbered, you may try to evade the enemy. Just hoist your sail and head in the opposite direction from the attacking ship until it is out of sight. Then switch to navigation mode and continue your course. You should consider the other ship's size and speed in deciding whether to attack or evade.

A note on Combat: In combat you may ram another ship, but this results in massive damage to both ships. It is not a wise tactic.

Automatic Battle Calculation

Just as in the boarding screen, you may have the results of an artillery battle automatically calculated. Do this if you do not wish to take control of the fight. Click the *Auto* button and, after a pause, a panel will appear telling you the outcome of the battle. In autocombat, **all** ships currently involved in combat will be considered.

Purchasing an Estate

Estate dealers will appear when you visit your home port as soon as you have enough money to purchase an estate. Likewise, when you own an estate, dealers will appear as soon as you have saved enough to buy a larger one. An estate boosts your nobility ranking and provides a place for you to store your treasures. If you buy treasures before you own an estate, or if you collect more treasures than your estate can hold, you will have to keep them aboard

your ship, where they may be lost.

Estates may have spaces for two, four, or six treasures. When you own an estate, a new "Visit Estate" hotspot will appear on your home port screen that you may click to visit your estate. After you have purchased a new treasure, you will carry it in your cargo hold until you can bring it to your estate. When you visit, your treasures will transfer automatically to your estate. To exit the estate screen, right-click your mouse.

Taxes

Each nationality has a tax rate. Each year that tax rate will be applied to your profits, if you have earned any. The appropriate taxes will be deducted each year when you enter a port of your nationality. If you do not have enough gold to pay your taxes, you will not be allowed to leave the port until you sell off enough of

The Estate Screen

your possessions to pay the price.

Factors Affecting the Economy

The international economy is anything but predictable. Storms, disease, and locusts tend to drive up the prices of harvested goods like tea, cotton, tobacco, grain, and opium in the affected areas, just as good harvests can lower their prices. Pirate raids are known to choke inventories and drive prices upward.

In addition, a port may fall under attack, which can diminish supplies of such goods as arms, liquor, tobacco, and opium, and increase prices. Wars can result in changing port nationalities. You will hear about such events as you gossip with bartenders. A skilled merchant makes wise use of the latest news.

Sailing Tips and Strategy Hints

Here are a few sailing tips to keep in mind:

* Avoid pirate areas, storms, rocks, and sandbars. If you run into a storm, your ship, especially your sails, may be damaged, or you may be swept off course.

* Rocks and sandbars can cause hull damage.

* Some shallow water is passable, but will slow you down. Other water is too shallow to pass.

* Watch your crew's morale as your voyages progress. It will change periodically. Your First Mate will warn you if morale drops

too low.

* Use the trade winds to your advantage. You will travel faster when they are at your back. Trade winds are stronger than winds closer to land.

For a complete list of strategy hints and tips, see the Technical Supplement and Tutorial booklet.

High Seas Trader Designers' Notes

by David Lester & Chris Foster

For the last few years we've wanted to do two products, amongst others: a space game where you play a "Han Solo"-type character, warping round space making a buck here, getting into a few scrapes there; and a really good high seas combat game. When High Seas Trader went into production (then called "Bounty Hunter") it was to be the space game. The problem was, we wanted to stick very much with strategy, our strong suit, and avoid confusing it with a flight sim engine; on the other hand, we weren't quite satisfied with the results our 2D, turn-based system would offer.

Then it hit us: by combining the core concept for our space game with the high seas era, we could use a neat pseudo-3D engine we had just developed and produce the first ever high seas game to use a first person perspective! So Han traded his blaster for a broadsword, and the *Millennium Falcon* for a square-rigged merchantman, we went back to work on the new design... and **High Seas Trader** was born.

When producing a game that combines elements from different game genres, it's very important to know what type of game you're trying to create. We knew from the beginning that this would be a strategy game first and foremost; the first-person elements were supposed to provide the *feel* and *fun* of sailing the high-seas, without trying to be a full-fledged sailing simulation. So we could have included a realistic simulation of wind that forced players to tack while sailing into it; but instead we used a more abstract system that reduces micro-management by letting

you sail into the wind, but slows your ship's progress in the same way that tacking would do in the long run. The "First Mate" and "Auto-Combat" features were also included for those of you who prefer haggling to sailing and shooting.

For the same reasons, the game actively discourages the player from the life of a pirate. Players who wantonly attack other ships will soon become everyone's enemy, and will eventually be overcome. This doesn't mean that you can't go out and have some fun with your cannons, but you have to be careful when choosing who you rake with round shot. And you **will** need to find another source of income, which trading conveniently provides.

A major concern when developing this game was to make the model realistic, challenging and *variable*, unlike some of the other trading games available. When the game starts, the locations and values of commodities will be based on historical data; however, the game will introduce random political and logistical events that will change the trading profile of ports over time. These events reflect realistic trends and, in the case of ports falling under attack, are based on the actual wars and alliances of the (simulated) day. Under this system, we felt that this system benefited most when we used a randomized timeline for wars and alliances, instead of a strict historical timeline. The result should be a world that is a unique challenge each time you play, but which follows trends that the player can perceive and exploit with appropriate strategies.

At one point during the development of this game, we considered allowing the player to build a fleet of ships, and letting him sail one himself while setting regular routes for the others. This idea was exciting to us, but in practice it seemed likely to produce more headaches than benefits for players. While fleet management is excellent subject matter for a game (as others have ably shown), **our** game is nothing if not "first-person"; forcing players to switch

between their own perspective on the world, and analyzing the progress of their other ships, diluted the first-person experience and gave the player too much to do.

Finally, we wanted to use these notes to address one historical issue that the game does not include: slavery. Looking back, one can see that the great mercantile empires of this period were founded on and around the repellent practice of slave-trading, and our historical supplement describes these dark events in detail. However, while that document's purpose is to accurately portray the events and history surrounding the game, the primary purpose of the game is to **entertain**. It rewards the player for "good" actions, and punishes him for "bad" ones. Sadly, at this point in history, slavery was considered acceptable by the European cultures represented in the game, and we thought it abhorrent to reward the player for the buying and selling of other human beings. Even if you disagree with this alteration, we hope you can understand and respect our reasons for making it.

But enough talk! There's a fine wind blowin' towards the Colonies, and we've got profits to make!

Shall we set sail, captain?

David Lester
Chris Foster
Cambridge, MA July 1994

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